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1 A logical approach to high-level agent control
L. Chen, K. Bechkoum, G. Clapworthy
May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Full text available: pdf(265.41 KB) Additional Information: full citation, abstract, references, index terms

Recent work in animated human-like agent has made impressive progress toward generating agents with believable appearances and realistic motions for the interactive applications of inhabited virtual worlds. It remains difficult, however, to instruct animated agents to perform specific tasks or take initiatives. This paper addresses the challenge of instructability by introducing cognitive modelling - a novel logical approach based on a highly developed logical theory of actions, i. e. Event ...

Keywords: action selection and planning, autonomous agents, design methodologies, event calculus, instructability

2 HPTS: a behaviour modelling language for autonomous agents
Stéphane Donikian
May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Full text available: pdf(920.14 KB) Additional Information: full citation, abstract, references, citings, index terms

Behavioural models offer the ability to simulate autonomous agents like organisms and living beings. Psychological studies have shown that human behaviour can be described by a perception-decision-action loop, in which the decisional process should integrate several programming para\-digms such as real-time, concurrency, and hierarchy. Building such systems for interactive simulation requires the design of a reactive system treating flows of data to and from the environment, and involving ...

Keywords: agent architectures, behaviour modelling language, believability, synthetic agents

3 Facilitating active learning with inexpensive mobile robots
Stephen Paul Linder, Brian Edward Nestrick, Symen Mulders, Catherine Leah Lavelle
April 2001 **Journal of Computing Sciences in Colleges , Proceedings of the sixth annual**

CCSC northeastern conference on The journal of computing in small colleges, Volume 16 Issue 4
Full text available: pdf(234.52 KB) Additional Information: full citation, abstract, references, index terms

Our educational system must nurture a student's ability to acquire knowledge. Research has proven that active learning, learning promoted by interacting with one's environment, as opposed to lectures, is most effective in developing a students ability to acquire knowledge. In the computer science domain, active learning can be facilitated by using mobile robots in a collaborative setting. We believe that a context-based, collaborative approach, combined with the excitement, motivation, and re ...

4 Using background knowledge to speed reinforcement learning in physical agents
Daniel Shapiro, Pat Langley, Ross Shachter
May 2001 **Proceedings of the fifth international conference on Autonomous agents**
Full text available: pdf(483.84 KB) Additional Information: full citation, abstract, references, index terms

This paper describes Icarus, an agent architecture that embeds a hierarchical reinforcement learning algorithm within a language for specifying agent behavior. An Icarus program expresses an approximately correct theory about how to behave with options at varying levels of detail, while the Icarus agent determines the best options by learning from experience. We describe Icarus and its learning algorithm, then report on two experiments in a vehicle control domain. The first examines the ben ...

Keywords: action selection and planning, adaptation and learning, agent architectures, hierarchical reinforcement learning

5 Improv: a system for scripting interactive actors in virtual worlds
Ken Perlin, Athomas Goldberg
August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**
Full text available: pdf(239.55 KB) Additional Information: full citation, references, citings, index terms

6 Presenting through performing: on the use of multiple lifelike characters in knowledge-based presentation systems
Elisabeth André, Thomas Rist
January 2000 **Proceedings of the 5th international conference on Intelligent user interfaces**
Full text available: pdf(1.52 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we investigate a new style for presenting information. We introduce the motion of presentation teams which — rather than addressing the user directly — convey information in the style of performances to be observed by him or her. The paper presents an approach to the automated generation of performances which has been tested in two different application scenarios, car sales dialogues and soccer commentary.

Keywords: animated characters, believable dialogues, conversational embodied agents, presentation teams

7 Is it live or is it Memorex?
Tory Sawyer, Randy Anderson, Gary McCuaig
September 1986 **Proceedings of the 14th annual ACM SIGUCCS conference on User services: setting the direction**

Full text available: pdf(2.60 MB) Additional Information: full citation, index terms

8 The FINITE STRING newsletter: Abstracts of current literature
America Journal of Computational Linguistics Staff
April 1980 **Computational Linguistics**, Volume 6 Issue 2

Full text available: pdf(1.20 MB) Additional Information: full citation
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9 Intelligent real-time control of robotic vehicles
David W. Payton, Thomas E. Bihari
August 1991 **Communications of the ACM**, Volume 34 Issue 8

Full text available: pdf(4.74 MB) Additional Information: full citation, references, citings, index terms

10 A multimodel methodology for qualitative model engineering
Paul A. Fishwick, Bernard P. Zeigler
January 1992 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 2 Issue 1

Full text available: pdf(1.93 MB) Additional Information: full citation, abstract, references, citings, index terms

Qualitative models arising in artificial intelligence domain often concern real systems that are difficult to represent with traditional means. However, some promise for dealing with such systems is offered by research in simulation methodology. Such research produces models that combine both continuous and discrete-event formalisms. Nevertheless, the aims and approaches of the AI and the simulation communities remain rather mutually ill understood. Consequently, there is a need to bridge t ...

Keywords: abstraction levels, combined simulation, homomorphism, multimodeling, qualitative simulation, systems theory

11 The pragmatics of referring and the modality of communication
Philip R. Cohen
April 1984 **Computational Linguistics**, Volume 10 Issue 2

Full text available: pdf(3.89 MB) Additional Information: full citation, abstract, references, citings
Publisher Site

This paper presents empirical results comparing spoken and keyboard communication. It is shown that speakers attempt to achieve more detailed goals in giving instructions than do users of keyboards. One specific kind of fine-grained communicative act, a request that the hearer identify the referent of a noun phrase, is shown to dominate spoken instruction-giving discourse, but is nearly absent from keyboard discourse. Most important, these requests are only achieved "indirectly". -- through utte ...

12 Interactive pedagogical drama
Stacy C. Marsella, W. Lewis Johnson, Catherine LaBore
June 2000 **Proceedings of the fourth international conference on Autonomous agents**

Full text available: pdf(1.08 MB) Additional Information: full citation, references, citings, index terms

Keywords: and interaction of humans and agents, believability, collaboration, communication, lifelike qualities, modeling the behavior of other agents, models of emotion, motivation, or personality, synthetic agents

13 Announcements
Amruth Kumar
December 1999 **intelligence**, Volume 10 Issue 4
Full text available: pdf(458.96 KB) Additional Information: full citation, index terms

14 Responding to subtle, fleeting changes in the user's internal state
Wataru Tsukahara, Nigel Ward
March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Full text available: pdf(377.94 KB) Additional Information: full citation, abstract, references, citings, index terms

In human-to-human interaction, people sometimes are able to pick up and respond sensitively to the other's internal state as it shifts moment by moment over the course of an exchange. To find out whether such an ability is worthwhile for computer human interfaces, we built a semi-automated tutoring-type spoken dialog system. The system inferred information about the user's \scare{ephemeral emotions}, such as confidence, confusion, pleasure, and dependency, from the prosody of his utterances ...

Keywords: Japanese, acknowledgements, ephemeral emotions, feedback, non-verbal, prosody, real-time, responsive, social interaction, spoken dialog, tutoring

15 Interacting through different modalities: Multimodal communication between synthetic agents
Catherine Pelachaud, Isabella Poggi
May 1998 **Proceedings of the working conference on Advanced visual interfaces**
Full text available: pdf(1.31 MB) Additional Information: full citation, abstract, references

Dialoging with a synthetic agent is a vast research topic to enhance user-interface friendliness. We present in this paper an on-going project on the simulation of a dialog situation between two synthetic agents. More particularly we focus our interest on finding the appropriate facial expressions of a speaker addressing to different types of listeners (tourist, employee, child, and so on) using various linguistic forms such as request, question, information. Communication between speaker and li ...

Keywords: 3D synthetic agents, facial expression, speech acts, visual modality

16 A university's educational program in computer science
George E. Forsythe
January 1967 **Communications of the ACM**, Volume 10 Issue 1
Full text available: pdf(1.33 MB) Additional Information: full citation, abstract, references, citings, index terms

After a review of the power of contemporary computers, computer science is defined in several ways. The objectives of computer science education are stated, and it is asserted that in a North American university these will be achieved only through a computer science

department. The program at Stanford University is reviewed as an example. The appendices include syllabi of Ph.D. qualifying examinations for Stanford's Computer Science Department.

17 Smart game board and go explorer: a study in software and knowledge engineering
Anders Kierulf, Ken Chen, Jurg Nievergelt
February 1990 **Communications of the ACM**, Volume 33 Issue 2

Full text available: pdf(1.88 MB) Additional Information: full citation, abstract, references, citings, index terms

Software engineering is an established discipline that has accumulated and codified more than two decades worth of know-how. Knowledge engineering, on the other hand, is an emerging discipline with lots of issues but, at least so far, little structure. Despite its lack of maturity the practice of knowledge engineering promises to have a noticeable impact on software engineering doctrine. The experimental nature of knowledge engineering goes hand-in-hand with a style of software development ...

18 The envoy framework: an open architecture for agents
Murugappan Palaniappan, Nicole Yankelovich, George Fitzmaurice, Anne Loomis, Bernard Haan, James Coombs, Norman Meyrowitz
July 1992 **ACM Transactions on Information Systems (TOIS)**, Volume 10 Issue 3

Full text available: pdf(2.47 MB) Additional Information: full citation, abstract, references, citings, index terms

The Envoy Framework addresses a need for computer-based assistants or agents that operate in conjunction with users' existing applications, helping them perform tedious, repetitive, or time-consuming tasks more easily and efficiently. Envoys carry out missions for users by invoking envoy-aware applications called operatives and inform users of mission results via envoy-aware applications called informers. The distributed, open architecture developed for Envoys is derived from an analysis of ...

Keywords: application programmer interface, user agent

19 An experimental study on the role of touch in shared virtual environments
Cagatay Basdogan, Chih-Hao Ho, Mandayam A. Srinivasan, Mel Slater
December 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 4

Full text available: pdf(440.05 KB) Additional Information: full citation, abstract, references, citings, index terms

Investigating virtual environments has become an increasingly interesting research topic for engineers, computer and cognitive scientists, and psychologists. Although there have been several recent studies focused on the development of multimodal virtual environments (VEs) to study human-machine interactions, less attention has been paid to human-human and human-machine interactions in shared virtual environments (SVEs), and to our knowledge, no attention paid at all to what extent the addi ...

Keywords: copresence, force feedback devices, haptic interaction, shared virtual environments

20 Building cognitively rich agents using the SIM_Agent toolkit
Aaron Sloman, Brian Logan
March 1999 **Communications of the ACM**, Volume 42 Issue 3

Full text available: pdf(268.90 KB) Additional Information: full citation, references, citings, index terms

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1 **Using interaction protocols to control vision systems**
Demazeau, Y.; Boissier, O.; Koning, J.-L.;
Systems, Man, and Cybernetics, 1994. 'Humans, Information and Technology'., 1994 IEEE International Conference on , Volume: 2 , 2-5 Oct. 1994
Pages:1616 - 1621 vol.2

[Abstract] [PDF Full-Text (648 KB)] **IEEE CNF**

2 **Architectural issues for integration of sensing and acting modalities**
Hexmoor, H.;
Intelligent Control (ISIC), 1998. Held jointly with IEEE International Symposium on Computational Intelligence in Robotics and Automation (CIRA), Intelligent Systems and Semiotics (ISAS), Proceedings of the 1998 IEEE International Symposium on , 14-17 Sept. 1998
Pages:319 - 324

[Abstract] [PDF Full-Text (636 KB)] **IEEE CNF**

3 **A high-fidelity ocean sampling mobile network (SAMON) simulator testbed for evaluating intelligent control of unmanned underwater vehicles**
Phoha, S.; Peluso, E.M.; Culver, R.L.;
Oceanic Engineering, IEEE Journal of , Volume: 26 , Issue: 4 , Oct. 2001
Pages:646 - 653

[Abstract] [PDF Full-Text (163 KB)] **IEEE JNL**

4 **Reactive behavior design tools**
Bradakis, M.; Henderson, T.C.; Zachary, J.;
Intelligent Control, 1992., Proceedings of the 1992 IEEE International Symposium

on , 11-13 Aug. 1992
Pages:178 - 183

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